

FINAL FANTASY IXTM

COMING SOON

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PAL

Parasite Eve IITM

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PlayStation®

Precautions

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Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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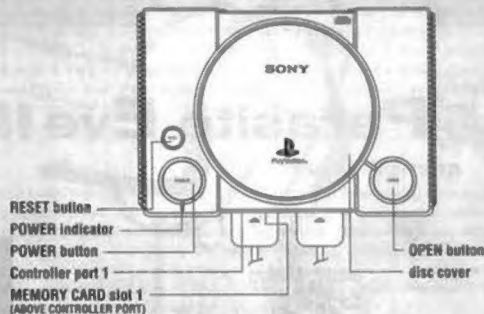


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Getting Started



Warning: It is advised that you do not insert or remove peripherals or MEMORY CARDS, once the power is turned on.

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the **PARASITE EVE 2™** disc and close the disc cover. Insert a game controller into Controller port 1, and turn on the PlayStation game console. When the title is displayed, press the START button. The Title Screen will appear with the following options:

New Game

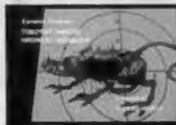
Select <New Game> to start a game from the beginning. After a brief opening movie, the story will begin. Skip the opening movie by pressing the START button.

Continue

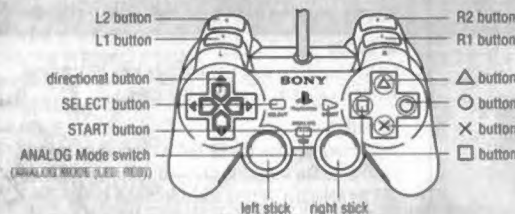
Continue playing a game from previously saved game data. Select <Continue> to view a list of the saved games on the MEMORY CARD. Select a saved game and press the **△** button to continue playing the game.

Option

Turn the vibration function of the Analog Controller (DUALSHOCK)™ ON/OFF.



Controls



NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

The control layout and the function of each button differ between Battle Mode and Search Mode. Refer to the following pages for the controls in each gameplay mode. Select an alternate control layout with the <Key Config> selection in the OPTION screen. Toggle the default movement speed between <Walk> and <Run> in the OPTION screen as well. The button functions for the Digital Controller are the same as those for the Analog Controller (DUALSHOCK).

Note: Switch between Analog Mode (LED: RED) and Digital Mode (LED: OFF)

Search Mode

Directional buttons

Character movement (↑ = forward, ↓ = backward, ← / → = turn left/right) / Cursor movement

SELECT button

Open the GPS map

START button

Open the Main Menu

△ button

Open the Parasite Energy menu / Open the Help window (only when in the Main Menu or GPS map)

× button

Inspect object in front of Aya / Talk to person in front of Aya / Confirm selection / Open doors / Climb stairs

⊕ button

Cancel selection / Close window / Run (when used with directional button up)

⊙ button

Draw weapon and target enemies / Cancel selection

Left stick

Character movement / Cursor movement. The left stick of the Analog Controller (DUALSHOCK) may only be used in Analog Mode (LED: RED). The vibration function may also be used in Digital Mode (LED: OFF). Turn the vibration function ON/OFF by selecting <Vibration> in the <Option> menu.

Battle Mode

Directional buttons

Character movement (↑ = forward,
↓ = backward, ←/→ = turn left/right)

Left stick

Character movement

SELECT button

Turn vibration function ON/OFF

START button

Open Attachment window

R2 button

Use weapon's Secondary Attack

R1 button

Use weapon's Primary Attack

ⓧ button

Open Parasite Energy menu

ⓧ button

Inspect an object in front of Aya / Confirm selection

⓪ button

Cancel targeting and reloading / Close attachment window / Cancel PE ability invocation

Ⓛ button

Select target. Use the Ⓛ button to change targets. Each time the button is pressed, the next-closest target will be selected. Press the directional button left/right while holding the Ⓛ button down to cycle through targets manually.

When the Parasite Energy menu is open:

←/→ directional buttons: Select Parasite Energy

ⓧ button : Use Parasite Energy

⓪ button or Ⓛ button: Cancel (closes menu and resumes battle).

Saving the Game

Use the telephones found throughout the game to save your progress. After the conversation, select <Yes> to save the game, and then select a block on which to save the game. If there is no previously saved data, or if you do not wish to overwrite previously saved data, select a <New Block> from the list. (Note: a MEMORY CARD must be inserted into MEMORY CARD slot 1 before you can save game data).

About the MEMORY CARD

Warning: Make sure there are enough free blocks on your MEMORY CARD before commencing play. Each save file uses 1 block on the MEMORY CARD.



The Story

Mitochondria

Mitochondria are organelles found in the cells of multi-cellular organisms. Possessing DNA different from that in the cell's nucleus, mitochondria may be the remains of a separate organism that the nucleus absorbed into the cell shortly after life on this planet began. Opposing theories state that mitochondria deliberately entered the cell as a nucleic parasite. Mitochondria generate ATP, an important source of cell power.

Mitochondria Eve

Based on data taken from mitochondria DNA collected from people of various ethnic backgrounds, a hypothesis was formed tracing all mitochondria to a single source: a female human in ancient Africa, identified as 'Mitochondria Eve'.

Christmas Eve, 1997. In a chain of events that began with the mass-immolation of hundreds of concert-goers at Carnegie Hall, Manhattan Island was evacuated and quarantined for a week. The mitochondria that had until then worked for the benefit of human cells, suddenly awakened with their own will and purpose. NYPD officer Aya Brea's actions brought the horrific incident to a close.

However, it wasn't until September of 2000 that Aya realised that the nightmare was not over, and that the string of mitochondria-related events she had been investigating would lead to an even greater tragedy.

Aya's Mission

You, as FBI agent Aya Brea, will investigate the string of strange incidents involving Neo-Mitochondrion Creatures. Battle mysterious characters and strange Neo-Mitochondrion Creatures, and gather information and evidence to crack the case. When Aya's HP reach 0, the game is over.



The Characters



Aya Brea

Age: 27

An FBI agent assigned to the Los Angeles division of MIST, the Mitochondrion Investigation and Suppression Team. Codename: NMC (Neo-Mitochondrion Creature) Hunter.

3 years ago, during the Mitochondria Eve revolution in New York, Aya, then an NYPD officer, joined forces with the Navy and contributed to the resolution of the incident. But at that same time, she was faced with the dilemma of the mitochondria within her own body awakening. After the incident in New York, Aya resigned from the police force out of consideration for her colleagues. She was quickly recruited for the undercover MIST organisation and moved to LA to chase the NMCs (Neo-Mitochondrion Creatures), which were spreading to the West. Due to the awakened mitochondria in her cells, Aya appears younger than her actual biological age.



Kyle Madigan

Age: 29

A mysterious individual claiming to be a private detective.

He appears out of nowhere while Aya is conducting her NMC investigation and offers to assist her. He appears to be competent, but his motives remain unclear.

Eric "Hal" Baldwin

Age: 50

The director in charge of MIST, and Aya's supervisor.

Always found back at headquarters, Baldwin relays his orders to agents in the field by phone after gathering all possible information. People call him "Hal" because of his cold, detached manner. Baldwin's agents have both respect and disdain for their stoic boss.



Rupert Broderick

Age: 37

An investigator assigned to MIST, and another NMC Hunter like Aya.

Previously working for the FBI organised crime unit, Broderick was known for his good-natured attitude. After losing his family during the New York incident, he threw everything away and joined the MIST organisation. Now Broderick has devoted his life to exterminating NMCs.

Pierce D. Carradine

Age: 31

An investigator assigned to the intelligence division of MIST.

A master at information "retrieval", Carradine is not above using the experience gained from his illegal hacking days to find what he needs. He is a natural loner with few friends, but he enjoys talking to Aya, who joined MIST at the same time as he.



Gary Douglas

Age: 56

Douglas is a decorated Vietnam War veteran who lost a leg in a minefield.

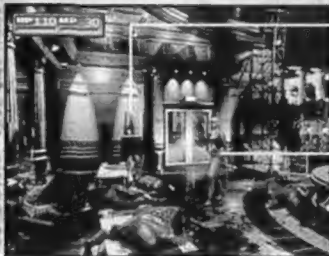
After returning stateside, he started a scrap yard business in the desert town of Dryfield and has been living a quiet life with his dog, Flint. Douglas is also an avid firearm collector and a strong advocate of gun rights.

Game Screens

The screen layouts for Search and Battle Modes are different. The following section explains the screen layout for Search Mode, the screen in which most of the game takes place.

Search Mode



Aya's HP and MP are at the top of the screen. The numbers and green bars represent the current values. When the bars are full, Aya's HP and MP are at their maximum values.



Telephone

If a telephone is in working condition, it will have a blinking green light. Sometimes, by using the telephone, you can obtain new information. You can also save game data at telephones.


Aya

Move Aya with the directional button or the left stick (when in Analog Mode). Press the  button when Aya is standing in front of stairs or a door to climb the stairs or use the door. Press the  button in front of an object to inspect that object.



Close-Inspection Screen


When certain objects are inspected, a close-up screen and an arrow will appear. Move the arrow with the directional button or left stick.

If an area on the object can be inspected or manipulated, the arrow will become red; press the  button to investigate further.



and the game will switch to Battle Mode. This way, Aya can sometimes attack her enemies before they can react.

Enemy Encounters

Press the  button during Search Mode, and Aya will draw her weapon and look for a target. If there are enemies nearby, Aya will target the nearest one,

GPS

Military GPS (Global Positioning System). Using this, Aya can map locations she has already visited. If you find a map of a region, Aya will enter the map data into the GPS, allowing you to see areas you haven't yet explored. The GPS also contains a motion detector that allows you to track nearby enemies.



Reading the GPS map

Press the SELECT button to view the GPS map. If you have found a map for the current region, the GPS will display an overall map (like the one shown below). If you have not found an area map, only explored locations will be displayed on the GPS map.

Unexplored Areas

Once you have a map, any areas you have not yet explored will be shaded grey.

Door

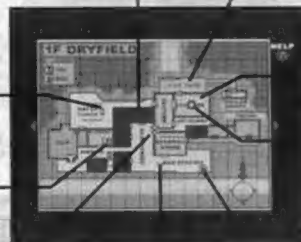
Locked doors are marked with a key icon. Unlocked doors are shown in blue.

Telephone

Use to contact MIST to save game data and obtain additional information.

Inaccessibility Marker

Any areas that can not be accessed are marked with a red "X" icon.



Surveyed Area (unsafe)

Areas still occupied by NMCs will be displayed in red.

Surveyed Area (safe)

Any safe areas (cleared of NMCs) will be white.

Destination Marker

If Aya has a specific destination in mind, this marker will appear on the map.

Box


Use to store equipment.

Positioning Marker

Aya's current location. The arrow points in the direction she is facing.



Help window

Press the  button while viewing the GPS map to open the Help window, which displays the name of the current location and any comments Aya has.

Main Menu Window

Press the START button during Search Mode to view the Main Menu, in which you can change weapons, ammunition and armour, or use items, and revive Parasite Energy abilities.

Main Menu Screen

Move the cursor to the command you wish to execute by pressing up/down on the directional button, then press the **X** button.

Aya's HP and MP
(current/maximum value),
EXP (Experience Points),
and BP (Bounty Points)

Currently equipped weapons
and ammunition

Current level of Parasite
Energy abilities



Currently equipped armour's
effect on HP and MP, and
icons for the currently
attached equipment

A brief explanation of the
highlighted menu option

USE

Select <USE> to change weapons, ammunition and armour, or to use items. Use the directional button to select a category, then press the **X** button to confirm your selection.



Changing Equipped Weapons

Under <WEAPON>, you can exchange the currently equipped weapon with another weapon from inventory. Select the weapon to be equipped, and press the **X** button to confirm. RANGE represents the weapon's firing range, RATE represents the rate of fire, and WEIGHT represents the weapon's weight. (The lighter the weapon, the faster actions such as positioning and aiming will occur).



Loading Ammunition

Select <AMMO> to reload a weapon or to load a different type of ammunition. Any ammunition compatible with the current weapon will be displayed. Select the ammunition to load, and press the **X** button to confirm. POWER represents the firepower of a single shot.



Primary Attack and Secondary Attack

Some weapons have two types of attack modes when you find them, while other weapons can be customised to have two attack modes. Two types of ammo will be listed under <AMMO> for these weapons. The top listing is for the Primary Attack, and the bottom one is for the Secondary Attack.



Changing Armour

Select <ARMOUR> to exchange the currently equipped armour with armour from your inventory. Select the armour to equip, and press the **X** button to confirm your selection. Some armour adds special abilities in addition to increasing the maximum HP and MP value, and since the attachment number differs by the type of armour, the number of items you can use during battle will vary.



Attachments

All armour has a number of slots into which weapons, ammunition and items can be placed; these slots are called attachments. Items equipped as attachments can be used in Battle Mode. Select an empty attachment slot to move an item from Inventory into that slot.





Using Items

When items in the <ITEM> column are selected, three commands will appear: <Use>, <Move> and <Discard>. Select <Use> to use the item. Select <Move> to change the order of the item within the ITEM column. Select <Discard> to discard the item. Select <Sort> to rearrange the items. The items will be organised from top to bottom as follows: Recovery / Cure Items / Weapons / Ammunition / Special Items.



KEY ITEM

Select <KEY ITEM> to view a list of any items that may prove useful or necessary in Aya's investigation. Any important items Aya finds during her investigation are automatically stored as key items. Select key items with the directional button. Press the  button to see detailed information on the key item. Press the  button to use the item in the current location (note: the item will have no effect if it can not be used in that location). Aya can always hold as many key items as she finds: there is no limit to the number of key items that can fit in inventory.

P. ENERGY

Select <P. ENERGY> to expend EXP to revive Parasite Energy abilities. Please refer to page 18 for Parasite Energy usage.


MAP

Select <MAP> to view the GPS map. This is the same map that is displayed when the SELECT button is pressed during the Search Mode.

OPTION

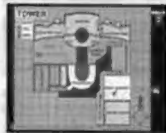
Change the gameplay environment by selecting <OPTION>. There are seven options: Sound, Music, Cursor, Vibration, Movement, Key Config and Restore default configuration. Set these options to your preference by reading the explanation on the bottom of the screen.

Help Window (reading a detailed guide)

Press the  button while on the KEY ITEM, USE or P. ENERGY screens to view a detailed explanation about each selection. Sometimes, you may be able to identify unknown items by viewing their descriptions in the Help window.



Unknown items can be identified with the Help window.



Detailed properties can be viewed for each item.

Battle System

When Aya finds enemies, or when she is discovered by them, the screen switches from Search Mode to Battle Mode.

Reading the Battle Screen

Battles occur in real-time (enemies and allies move simultaneously).

Aya's current HP/MP values

Target Mark

The enemy currently being targeted

Damage Counter

The amount of damage your attack does to the enemy

Remaining Ammo






Motion Detector Display

Shows the location of nearby enemies. Aya is at the centre of the circle: the top of the circle shows the area in front of Aya, and the bottom shows the area behind Aya. Red dots denote enemies that are currently targeted, and yellow dots represent the other enemies in the area.

Attacking with Equipped Weapons

TARGETING

Before Aya can hit an enemy, she must target it. Press the  button to target the closest enemy or object. Press the  button again to change targets to the next-closest enemy. While holding the  button, press left/right on the directional button to cycle through targets quickly.

ATTACK

Press the R1 button to attack the targeted enemy. The damage your weapon does will vary depending on how close the target is and how powerful the weapon and ammunition are. If you press the R1 button, Aya will fire her weapon, even if the enemy is out of range or hidden behind an obstacle.



RELOADING AMMUNITION

The remaining ammunition for an equipped weapon is displayed in the lower right-hand corner of the screen. When your equipped weapon's ammo reaches 0 during battle, pressing the R1 button will reload the weapon as long as you still have more of the same type of ammunition. If you attach ammunition to Aya's armour, you can reload your weapon at any time during battle. However, if the only remaining attached ammunition is of the same calibre, but of a different type, the gun will not automatically reload. If you want to use different types of the same calibre ammunition in a battle, you will have to attach them to your armour and change the ammunition type manually from the attachment window during battle.


Attacking with Secondary Weapons

Press the R2 button to attack using the equipped weapon's Secondary Attack. If the ammunition used by the Primary and Secondary weapon is different, another window displaying the remaining ammo for the Secondary Weapon will appear in the lower right corner of the screen. Weapons with only one attack may have two different rates of fire. Switch between the two by using the R1 or R2 button.

Escape from Battle

Aya can escape from battle by running through doors, climbing stairs, or moving to other rooms. However, note that BP are deducted when Aya runs away from a battle.

Changing Weapons & Using Items during Battle Mode

Press the START button during Battle Mode to open the attachment window. The game will pause as long as the attachment window remains open. In the frame on the left, the currently-equipped weapon and ammunition are displayed. In the frame on the right, the currently equipped armour and all items equipped as attachments are displayed (item icons are displayed according to type). Select an item to use or equipment to switch with the left/right directional button, then press the  button to confirm your selection. As long as the newly-equipped weapon is already loaded with ammunition, Aya will automatically reload it during combat even if its ammunition is not equipped as an attachment.



Ammunition Properties

Each weapon and each type of ammunition has an ideal firing range. Even when the enemy is within range, the closer the enemy, the more damage your weapons will inflict (note: long range rifles and grenades that cause explosive damage are not affected by range). Some creatures are vulnerable to damage caused by specific ammunition or weapons. These weapons will cause greater damage than normal.



When Entangled by the Enemy...



Some enemies may bite or swarm Aya so that she can not attack. If this happens, press the directional button rapidly to shake off the enemy's attack.

Using Parasite Energy during Battle

Aya's mitochondria rapidly combine ATP* to generate enormous amounts of energy. This is called "Parasite Energy". Parasite Energy consumes MP (Mitochondria Points), displayed in the top left corner of the screen, but allows Aya to attack, defend, heal herself and recover from status abnormalities. For details, please refer to page 18.



Selecting Parasite Energy

Press the  button during battle to pause the game and view the Parasite Energy menu. Using the left/right directional button, select a Parasite Energy ability to use and press the  button to confirm your selection. After you have selected a Parasite Energy ability, the ability's area of effect will be displayed on-screen as a green wire-frame. If Aya is flashing green, she will be affected by the ability as well.



Parasite Energy Menu

The name of the selected Parasite Energy, its level and MP cost to use.

Motion Detector Display

The area that the Parasite Energy ability will affect is also shown on the GPS motion detector. The green area represents the affected region.

*ATP = Adenosine Triphosphate

ATP Gauge and Misfire

Once a Parasite Energy ability is selected, Aya will begin to combine ATP. Since Aya will need to be completely focused, she will not be able to move during this time. The amount of time required to invoke a Parasite Energy ability can be seen on the ATP gauge in the lower right corner of the screen. When the ATP gauge disappears, the Parasite Energy effect will trigger and Aya's MP will be consumed. If Aya is attacked before the effect is triggered, the ATP combination will be interrupted, so be sure that you are reasonably safe before using Parasite Energy abilities.



Battle Completion

After the battle is completed, a battle result window will open, displaying your EXP, BP and MP bonuses. After some battles, Aya may acquire new items. If your inventory is full, you will need to discard either an item from inventory or the newly acquired item.



Status Abnormalities

Attacks from some enemies may cause status abnormalities. Status abnormalities may inconvenience Aya for a short amount of time, but when battle is completed, she will recover from them. See the chart below for the effects of status abnormalities and methods to remove them.




STATUS	ICON	EFFECT	RECOVERY METHOD
Silence		Can not use Parasite Energy Abilities.	Stim
Confusion		Loss of sense of direction. Aya has difficulty moving.	Stim/Metabolism
Berserker		Weapon attack power increases, but HP decrease during attacks. Only offensive PE can be used, but the PE level increases by 1 (MAX level 3). However, PE will consume HP instead of MP.	Stim
Poison		HP gradually decrease. Poison circulates when Aya moves, and HP decrease faster.	Penicillin/Metabolism
Paralysis		Temporarily unable to move. (In this situation, press the directional button rapidly to regain movement for a short time).	Penicillin/Metabolism
Darkness		Can not target enemies.	Penicillin/Metabolism


When Metabolism, Stim or Penicillin are used, Aya will be immune to status abnormalities for a certain amount of time.

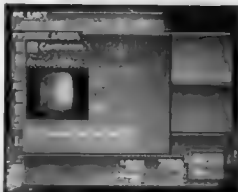
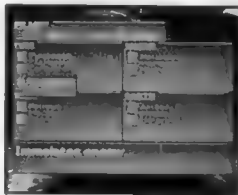
Parasite Energy

Possessing the mitochondria that have 'awakened' and formed a symbiotic relationship with her, Aya has the ability to invoke Parasite Energy abilities (PE) that imbue her with special powers.


Liberating Parasite Energy

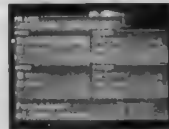
Because Aya sealed away her Parasite Energy long ago, she can only use Pyrokinesis at the start of the game. By using EXP acquired during battle, she can revive her sealed-off Parasite Energy abilities. From the Menu Screen, select <P. ENERGY>, then choose which PE to revive with the directional buttons. Press the  button to view the effect of the selected PE. Select <Revive> to consume the EXP and regain the PE ability. EXP cost to learn the PE is displayed at the bottom of the screen under EXP COST.

View the effects and characteristics of each PE by selecting the PE ability and pressing the  button to open the Help window.





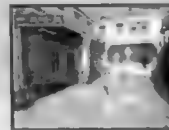
PE Categories and Strengthening PE

Parasite Energy is divided into 4 properties: FIRE, WIND, WATER and EARTH. Each property has two abilities. With enough EXP (check the EXP COST at the bottom of the screen), you can revive or strengthen any Parasite Energy ability for any property. Check effect ranges and characteristics by pressing the  button.



Using Healing in Search Mode

Healing, which restores Aya's HP, can also be used outside of Battle Mode. Open the Parasite Energy menu by pressing the  button, then select a healing Parasite Energy and press the  button to restore Aya's HP.



Increasing HP and MP

Aya's maximum HP value only increases with armour or items. The HP increase from armour is a bonus that occurs only while the armour is equipped. If the armour is changed, the maximum HP value will also change. Aya's maximum MP value can increase with armour or items, or when she revives PE abilities. The MP bonus differs according to the PE type and level, so check the Bonus MP when you revive PE abilities. The MP increase from armour is a bonus that occurs only while that armour is equipped.



Equipment

There are 4 types of equipment: weapons, ammunition, armour and items. Equipment can be purchased or obtained during Aya's investigation. Equipment purchasing and equipment warnings are explained in the following section.

Purchasing Methods

When Aya defeats all enemies in a battle, she will be awarded BP. Purchase equipment by spending the BP you receive in battle. You can purchase equipment in the MIST firearm control room, as well as in other designated areas.



Customising Weapons

Certain weapons can be customised. Select the weapon attachment from the Item screen, then select <USE> to customise the current weapon. Any currently-equipped weapon attachment will be removed and returned to inventory when you attach a new weapon attachment.



Special Weapons

Some weapons require unusual ammunition, such as batteries or fuel. Fuel and batteries are automatically supplied when the weapons are purchased.



Basic Weapons Types

CAPACITY: Maximum Ammunition; WEIGHT: Weapon's Weight; RANGE: Range of fire; RATE: Rate of fire.



M93R

CAPACITY: 20 rounds
WEIGHT: 117, RANGE: 50
RATE: 110
9mm handgun that fires a 3-round burst. The secondary attack fires a single round.



Grenade Pistol

CAPACITY: 1 round
WEIGHT: 260, RANGE: 350
RATE: 1
40mm pistol-sized grenade launcher. Fires a single 40mm grenade.



PA3

CAPACITY: 3 rounds
WEIGHT: 270, RANGE: 30
RATE: 2
Pump-action shotgun. Fires a single 12-gauge shot.



MP5A5

CAPACITY: 30/50 rounds
WEIGHT: 288, RANGE: 55/5
RATE: 80/2
9mm submachine gun equipped with a flashlight as a secondary attack. Fires a burst of 9mm rounds. The flashlight uses a battery.



M4A1 Rifle

CAPACITY: 30 rounds
WEIGHT: 254, RANGE: 500
RATE: 85
5.56mm assault rifle used by special forces. Fires a 3-round burst. The secondary attack fires a single round. This assault rifle can be customised.



M4A1 Grenade

CAPACITY: 30/1 rounds
WEIGHT: 390, RANGE: 500/250
RATE: 85/1
M4A1 assault rifle equipped with a grenade launcher. Fires a 3-round burst. The secondary attack fires a single 40 mm grenade.

Basic Ammunition Types



9mm P.B.
(power: 10)
9mm full metal jacket round.
Can be loaded into handguns
and submachine guns.



Grenade
(power: 270)
40mm high-quality explosive
round. Upon impact, shrapnel
causes extensive damage.



5.56 Rifle
(power: 22)
5.56mm full metal jacket round.
Can be loaded into rifles and
light machine guns.



Buckshot
(power: 40)
12-gauge shotgun shell.
Releases 8 balls of shot in a
single burst.



Basic Armour Types

ADD HP and ADD MP refer to the HP and MP bonuses added when the armour is equipped. ATTACHMENTS are the number of items that may be equipped. SPECIAL FEATURES are any special abilities the armour possesses.



Assault Suit
ADD HP: ----
ADD MP: +10
ATTACHMENTS: 5
SPECIAL FEATURES:
Resistance to Poison

Jacket made for extreme
weather conditions in the
desert. Defence power is low,
but it has many attachments.



Turtle Vest
ADD HP: +5
ADD MP: +20
ATTACHMENTS: 3
SPECIAL FEATURES:
MP Recovery, Resistance to
Paralysis

NMC Hunter's protective vest.
The vest can be worn
underneath street clothes.



Tactical Armour
ADD HP: +60
ADD MP: +30
ATTACHMENTS: 8
SPECIAL FEATURES:
High-quality motion detector

Displays target's HP. Military-
grade armour vest. Displays
moving objects on a heads-up
display.

**Tablets/Recovery1**

Vitamin tablets. Restores a small amount of HP. (Restores 50 HP when used in the Main Menu; restores 45 HP when used during battle).

**Key Chain/Combat Light**

Disposable defence weapon. When used during battle, blinds any enemies in front of you.

**Plastic Bottle/MP Boost1**

Spring water. Restores a small amount of MP. (Restores 30 MP when used in the Main Menu; restores 25 MP when used during battle).

**Pouch/Belt Pouch**

Large pouch that can be attached to a belt. Increases the number of attachments available for the currently-equipped armour. Attachment +1.

**Key Item/Cafeteria Key**

An antique key. Key to the Parthenon Cafe.

**Key Item/Monkey Wrench**

A wrench that is adjustable to fit different nuts and bolts.

Investigation Hints

Basic operation – use your eyes and feet!

When investigating an NMC incident, thoroughly examine even small pieces of evidence, and follow every lead. If something looks suspicious, press the  button and examine the surroundings. There may be an unexpected hint hidden somewhere.

The most effective way to battle multiple monsters at once?

When fighting multiple enemies, be aware of your environment: see if there are any useful features nearby. For example, by luring enemies into a narrow passageway, you can fight them one at a time. Sometimes, obstacles can trap or obstruct enemies, allowing you to attack them without fear of a counterattack.

Be careful when you skip the movies

The beginning demo movie, opening movie and all other movies within the game may be skipped by pressing the START button. Use this to skip scenes you've already seen, but be careful. You might miss parts of the story!



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Battle Program Director
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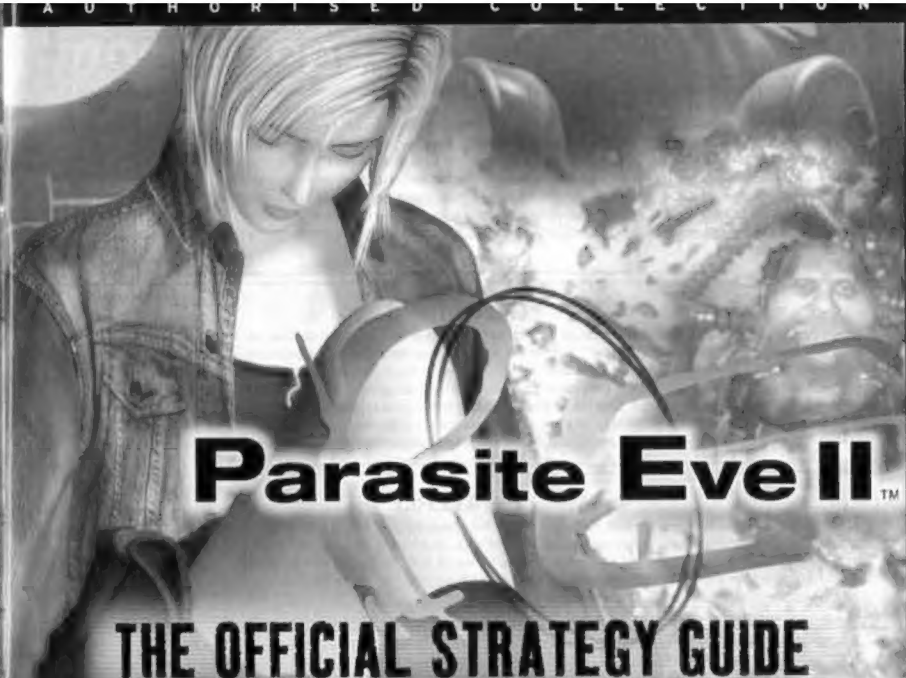
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